



# Hitman: Blood Money

You must kill or be killed, 47. Your stellar reputation depends on it.  
Strike from the shadows and disappear.



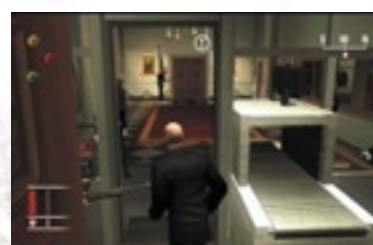
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### GETTING STARTED

#### CONTROLS

**Movement:** Left Analog Stick

**Throw:** Press and Hold Left Analog Stick

**Aiming/Camera:** Right Analog Stick  
Switch between 1st and 3rd Person/

**Zoom:** Press Right Analog Stick

**Zoom Magnification:** D-Pad Up/  
Down

**Attack/Fire:** R (Xbox, 360), R1 (PS2)

**Sneak:** L (Xbox, 360), L1 (PS2)

**Map:** Left Bumper (360), White  
(Xbox), L2 (PS2)

**Reload:** Right Bumper (360), Black  
(Xbox), R2 (PS2)

**Weapon Select:** D-Pad Left/Right

**Inventory:** Hold X (Xbox, 360),  
Square (PS2)

**Quick Change:** Press X (Xbox, 360),  
Square (PS2)

**Pickup:** B (Xbox, 360), Circle (PS2)

**Drop:** Y (Xbox, 360), Triangle (PS2)

**Action:** A (Xbox, 360), X (PS2)

**Mission Briefing:** Back (Xbox, 360),  
Select (PS2)

**Pause:** Start

### BLOOD MONEY

#### INTRODUCTION

Be creative when you have to kill someone as part of a mission. Inspect every exclamation point on your map to see what options you have. You can go in and shoot your targets dead if you want to, but isn't it cooler to drop a piano on one, shoot another through a boarded up door, and then shooting the last target from across the street with a high-powered rifle? Hitman Blood Money is a game of choices, and your path through the game may not be the same as what we have here. We attempted to find the most efficient and fun routes through the stages and came out with a good mix of gunplay and accidental deaths. Your style of play may encourage headshots instead of falling lights, or fiber wire kills instead of 7.62mm rounds. Experiment with the stages, and most of all, have fun with the game. You have a lot of options available, so find a style that you enjoy.

#### IMPORTANT NOTES

##### STEALTH

47 is extremely sneaky. You can get extremely close to your enemies without them noticing a thing, but if

## Hitman: Blood Money

03

getting started



you get too close, they'll turn around and look at you. If you're going for a stealth kill, this makes things problematic. A good trick is to switch to first-person mode if you're going for a syringe attack. When your reticule turns red, hit the button immediately. If you time it right, you should be able to take a person out without them seeing you.

#### WEAPONRY

Once you gain access to the upgrade menu, immediately buy a silencer for your Silverballer. It will come in handy as a backup weapon in most of the missions, plus its accuracy is great for its size. The only draw back is the long reload time, but that's par for the course. You may be tempted to go for dual Silverballers, but avoid that if at all possible. In this case, one is just as good as two. You should upgrade your W2000 sniper rifle in the same manner. The quieter it is, the better chance you have of being able to use it without being seen.

These two guns are your greatest and most versatile assets. It's good to bring along the Silverballer just in case, because you never can tell when you need to kill someone quickly. It only increases in efficiency when you attach a scope to it later in the game.

#### WITNESSES

Witnesses can really ruin your game. They affect your ranking and they won't hesitate to call the guards down on your head. Because of this, you should always think before you act. Most of the actions in Hitman

Blood Money are scripted. They will repeat, though it may take a while. Don't be afraid to sit back and watch someone's pattern once or twice. The more you know about your surroundings, the better off you'll be.

#### HIDING

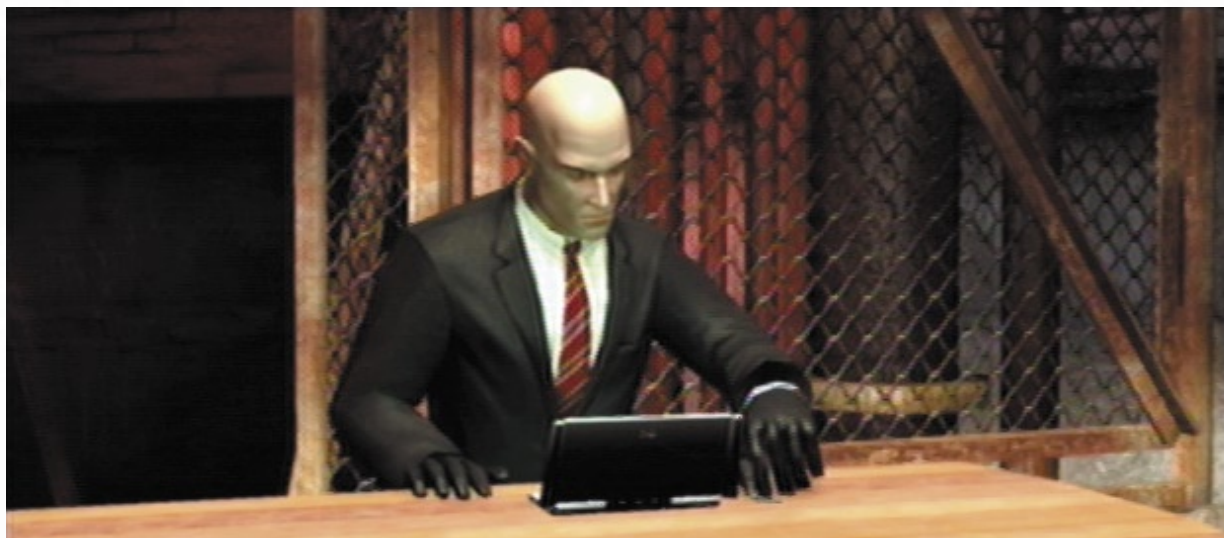
If you see someone standing next to a rail, knock him over it and into the abyss. It counts as an accidental kill, and there'll be no body left behind for intrepid guards to find. If you get too close, they'll turn around, though, so be wary.

In the same vein, hide anyone you kill if at all possible. Check out an area ahead of time and figure out the quickest route to a dumpster or container for the body. If that's not an option, try to drag the body out of sight. If you're near a ledge, drag the body over and toss it over the rail.

#### INTEL

Listen to your mission briefings. They aren't just idle chatter. You'll often hear a recommended plan of attack or a tidbit that may help you during the mission in other ways.

If you're stuck and have no idea where to go, you can purchase intel for a quick (but expensive!) pointer. It is usually a better gameplay experience to explore the stage to figure out what you need to do next, but if that isn't feasible, bring up the mission briefing and start looking for pointers.



## WALKTHROUGH

### DEATH OF A SHOWMAN

#### SUMMARY

Joseph Clarence needs to be killed. His lackadaisical attitude towards safety resulted in many deaths, and the family of one of the victims wants revenge. This is a training level. It's pretty easy and it will hold your hand as it shows you the ropes.

#### GUIDE

You start out on the docks with one objective: find your way onto the pier. Turn around and follow the dock. Climb over the wreckage and you'll find yourself at the main gate. Listen to your mission briefing and approach the gate. After a while, 47 will take care of the guard all on his own and go inside. There's a gift shop to your left. Enter it slowly. You have to distract the two guards arguing outside, so take a coin from your inventory and throw it at the metal bull that's just outside the rightmost window.

Sneak outside and go straight across the plaza to the theater. You'll have to kill one gangster in this room. Whether you do it before or after he kills the man on the horse is up to you. Once he's dead, grab his gun and holster it. Climb up the red trellis to your right and leap across to the next balcony. You need to clear out the gangsters in this room. There's only two, so that's no big deal. Pull out your newly acquired gun, enter the room, and shoot them both dead.

Now, you're told to dispose of the bodies. There are two helpful containers in the room, so dump them in there and hide in the closet. A chemist will come rushing in. Come out of the closet and kill him with your fiber wire. Remove his clothes and grab his keycard, then go ahead into the atrium.

You'll come across a room on your left with a baking soda crate and a gun. Grab the gun if you don't already have one and place it in the crate. Pick up the crate, then continue along the walkway. You're going to be frisked by a somewhat inattentive guard. Once he lets you pass, put down the crate and pick up your gun. Go down into the elevator and strangle the guard with your fiber wire from above. Drop down and exit the elevator. Break the utility box on your way past it, and sneak straight ahead. Enter the toilet, pull your gun, and grab the guard. He's your new human shield, so use him as cover while you take out his buddies.

Once that's done, climb the ladder and go into the alcove. Grab the rifle suitcase, unpack the rifle, and take care of the three guards outside. There will be one man on the ground, one on the Ferris wheel, and another on the building opposite the Ferris wheel. Go back to the top of the ladder and enter the nearby door.

You'll end up outside. Climb down the drainage pipe and enter the office. Use the map to orient yourself. Pick up the nearby syringe and proceed upstairs. Listen to the guard and secretary talk, then wait for the guard to go away. Once the door shuts, push

the guard over the rail and enter the office. Poison the secretary's drink, then hide in another closet and wait. She'll leave the office, take a sip, and pass out.

Now is your chance to take out your target. Enter the office and take care of the Swing King. The specifics of how you kill him are up to you. If you're feeling funky, there's a baseball bat on the wall. Exit the office via the nearby window and walk along the pathway. Enter the next window, plant the bomb, and then watch the explosion. The gangster will probably run upstairs to try and kill you, so take him out, too. The exit is on the bottom floor.

#### OPTIONS

None! This mission is very straightforward.

#### A VINTAGE YEAR

#### SUMMARY

You have to infiltrate Don Fernando Delgado's Chilean homestead in order to take out him and his drug-dealing son. This mission is almost disturbingly easy. The very first order of business is upgrading your Silverballer. Buy the silencer. It will be an invaluable help in this stage. There are a lot of guards, but that also means that you have plenty of chances to disguise yourself. A silenced Silverballer is useful in this stage, but you can also rig it so that both targets die from accidents.

#### GUIDE

Once the mission starts, run all the way to the east. Once you reach the



edge of the building, stop and check your map. You should see a patrolling guard southeast of your position. Wait until his back is turned, then dash out and run up behind him. You can kill him using the poison, fiber wire, or silenced Silverballer, or simply put him to sleep.

Once he's down for the count, grab his clothes and shotgun. There's a truck nearby. Climb on it and drop down through the hole in the ceiling. Exit the garage and go south while bearing east. Climb the drainpipe and enter the window on the side. If you've made good time, Don Fernando should be sitting down and playing his instrument. Pull out your weapon of choice and shoot him once in the head. That's one down.

Go in the door to the west and take care of the sleeping guard. Take his uniform and go to the first floor of the mansion. There is a shortcut to the wine cellar in the house, so enter the basement via the door in the southeast corner. Follow the basement around until you enter the cellar. If you've made good time, you should be following Manuel Delgado into the wine cellar. Enter the room that he stops in and hide behind the barrels. Check your map to be sure that the guard is looking the other way, then shoot Manuel once and go back the way you came. Enter the elevator in the basement to reach the hangar and exit the stage.

### OPTIONS

You have a number of other ways to kill the two men here. When Don

Fernando finishes playing his violin, he goes into the next room and stands on his balcony. Creep up on him and push him over the edge. Manuel walks the same route, but he occasionally stands in an alcove in the bottom of the wine cellar. Directly above this alcove are a number of boxes that are secured with a rope at the top of the stairs. Wait for the guard to leave, and then place a mine on the rope. When Manuel stands under the boxes, blow them up. The benefit of this approach is that it gives you Accihhents instead of Kills, which can help your rating. It is perfectly possible to achieve Silent Assassin without doing these, however.

### CURTAINS DOWN

#### SUMMARY

Opera singer Alvaro D'Alvade and Ambassador Richard Delahunt are child molesters. Do not feel bad when you kill them. This mission takes place during an opera, so you have plenty of freedom with how you choose to take them out. Make sure that you buy Low Velocity Ammo for your W2000 Sniper Rifle and bring it along with you. Your silenced Silverballer is also a good idea, but hardly necessary.

#### GUIDE

This is going to be quick and dirty. Enter the bathroom to the left of the entrance and past the coat check-in. Wait for a builder in a green suit to come in and use the stall. Once he's occupied, hit him with your sedative, steal his clothes, and hide his body



in the nearby box. Pick up your rifle case if you dropped it and head to the door in the southeast corner of the lobby.

Go downstairs and enter the two large double doors near the man with the hammer. In this room, you need to move to the door to the west and wait. The two workers in the room will eventually separate. One will go into a room, while the other will go off to do some work at the table. Once no one is looking, pick the lock and proceed through. Enter the door at the bottom of the stairs and take the first door on your right. Go up these stairs and you'll be in the backstage hallway. Walk around it until you reach a set of double doors. Enter them and run up the stairs. There's a worker patrolling up here, so get him alone and take him out. The easiest way to do so is to wait until he enters the door at the top of the stairs to take a break. He'll sit down on a box and you can easily sedate him. Leave him there and go back through the door.

Pull out your W2000 and carefully position yourself so that you cannot be seen. Usually, if you can see more than D'Alvade's head, you're too far in the open. Once D'Alvade is on the pole, shoot him. Soon, Delahunt will come and stand near his friend, crying his eyes out. Shoot him, too. Pack up your rifle and return the way you came. Pick up your suit on your way out and exit the stage.

### OPTIONS

If you like living a life fraught with danger, here's another tactic that you can call "Gone in 60 Seconds." You'll need a Silverballer with both the scope and the RU-AP mine. Go straight ahead and up the stairs. Veer to the right and plant a mine on the wall next to the plant. There's a door to your left. Pick it, enter, and step around out of sight. Trigger the bomb. Pull out your Silverballer, zoom in with the scope, and kill Delahunt while he's still in his balcony. Take aim at the stage and kill



D'Alvade. Holster your gun and exit the stage.

Another good trick is to follow the basic format of the main guide above, but to speak to the coat check guard at the entrance. 47 will retrieve a WWII-era pistol and pocket it. Grab the worker's uniform and head up to the area with the scaffolding. Check your map and enter the door marked with an exclamation point and hide in the closet. Wait for the actor to enter and practice his gun shooting. He'll eventually run to the bathroom and leave his gun behind. Pop out, replace the fake gun with the real one, and then head up the scaffolding. Take care of the worker as usual and wait for the execution scene. Delahunt will dash on stage, and this is your chance to take him out with the rifle.

If you'd like to do an all accidental kills run, swap the gun as usual and then go up the scaffolding. Place a bomb on the lights up there and descend part of the way down the stairs. When Delahunt goes on stage to cry, blow the bomb and watch the lights fall on his head.

## FLATLINE

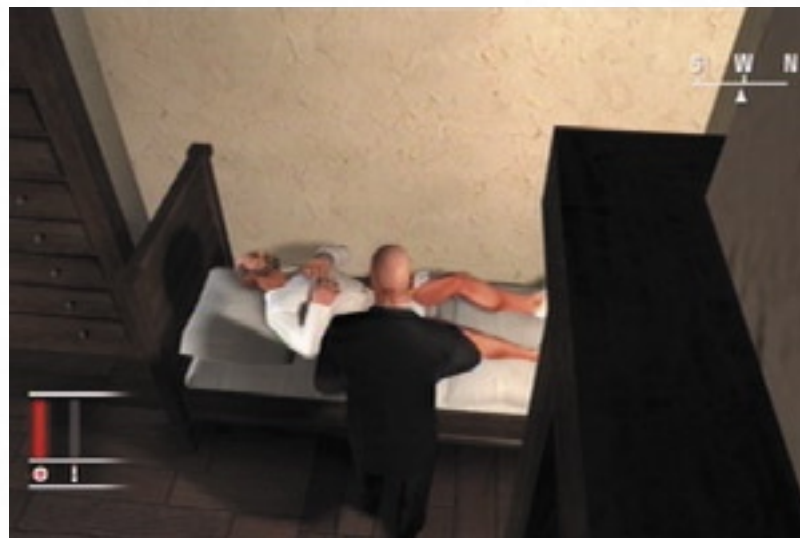
### SUMMARY

Welcome to rehab. You have to kill a mobster, but you don't know who it is when you get there. Luckily, there's a crazed CIA agent on-site who can tell you. Find him and ask him to tell you the identity of your target. You also need to get him out alive, so you're going to have to fake a death as well as cause a few real ones this time. There are three possible targets. Your best bet is to take all three of them out for maximum cash. You're going to need your silenced Silverballer at most, but you can easily do this stage without it.

### GUIDE

Your first order of business is getting into the hospital. The easiest way will deprive you of your guns. Go northwest and climb the fence on the wall. Creep up behind the smoker and take his papers. Walk through the front door of the building and follow the nurse's instructions. Enter the small room and change clothes and get rid of your guns. Once that's done, you can enter freely.

The most efficient way is slightly tougher, but not by much. You also get to keep your guns. Head north to the



# YOU HAVE TO KILL A MOBSTER, BUT YOU DON'T KNOW WHO IT IS WHEN YOU GET THERE

main building. On the western side of the front face of the building are drainpipes. Climb one and enter the room with the sleeping patient. That's the room on the westernmost room. Make sure he stays asleep and take his clothes. Since you're already up here, check to be sure that no one is around and enter room D. Sabotage the gas tank under the table, then go downstairs.

Once you're downstairs, head to the room with the big globe. Once again, check to be sure that no one is around and use your poison syringe to spike the drink inside the globe. Close the globe and walk away. There's a spa in the northeast corner. Run over there and see if a man in a purple robe is waiting. If he is, push him into the spa and kill him. Walk out calmly. If he isn't there, or he's leaving the spa, do not worry. The poisoned drink will get him.

Check in the weight room next. If there's a man in a green robe there, hang around and wait for him to start bench-pressing weights. Stand behind him in a spotter's position, check your surroundings, and then drop the weight on his neck when he's finished. This one occasionally goes for a stroll

outside, so you may be waiting for a while. It is tough to kill him outside, so just wait. If he's not in position, do not fret. You can do these in any order. If need be, you can move on to the next part of the mission and come back later to finish him off. Now comes the tough part. There's a security room to the west. You'll have to sneak inside it. Watch the patterns of the man at the door and the people who walk by. It is slightly easier to get inside if you've already taken out one of the men mentioned above, since there'll be less guards available. If you can make it without being seen, sedate the guard and drag him outside. Swap clothes, and toss him in the dumpster. Grab the keycard and the videotape from the deck and go through to the medical wing.

This part may take a moment. Your absolute best bet is to try to attract the guard patrolling on the top level. Lure him out into the lobby area and knock him out. Take his clothes, and then go downstairs. There's another patrolling guard, but ignore him. He'll go into a room after a few moments, so enter the agent's room and speak to him. He'll ramble, and then you can put him



to sleep. Do so and return back to the hospital proper.

If you haven't killed any of the three men earlier, do so now. If you have, you're all done. Go get your clothes from wherever you left them and head to the morgue right by the entrance. Enter when no one is looking and revive the agent. Use the nearby exit to escape.

### OPTIONS

You can do the objectives in this mission in any order and any way you like. If you can get your silenced Silverballer into the hospital, you'll have an easy time of it. When the cook goes into his room for a spell, walk into the room next door, go out onto the balcony, and enter his room. Shoot him, fiber wire him, poison him, or take him out in whatever way you wish.

You can also shoot the weight lifter if you're careful about it. Take him out when he's alone in the weight room or when he goes for his therapeutic walk outside with his doctor. Killing him while you're outside is difficult, however.

### A NEW LIFE

#### SUMMARY

This gangster is in the witness protection program, but that won't protect him from you. You need to take him out and retrieve a bit of microfilm, too. One problem: the microfilm is around the wife's neck. You're going to need your silenced Silverballer and the silenced and scoped W2000.

#### GUIDE

The first thing you should do is to drop your rifle case where you start. Go to the catering van just around the corner and steal some donuts. Find a secluded spot and fill them with poison or sedative. The big white van contains a couple FBI agents. Take the donuts over to it, fling the doors open, and drop them on the ground. Run back to your sniper rifle, grab it, and then enter the FBI van. The agents should be snoozing, so take a suit, take the cassette, and use the phone to call your target.

Leave the truck and enter the nearby garage. Go all the way up to the door and pull out your sniper rifle. The target will be in the front window of the house on the telephone. Shoot him in the head, and pack up your rifle. Leave the case in the garage. Walk

into the front door of the house and go to the indoor pool. Wait for a while and the wife should enter. Knock her out and take the microfilm from her necklace.

Exit the house, retrieve your rifle case, and go get your suit. Put it on and exit the stage.

### OPTIONS

If you aren't too concerned about your mission rating, you can go wild in this stage and still complete it. Enter the stage with your W2000 and go into the tree house to the east of the house. Start shooting agents as they appear, but do not shoot the civilians. You may opt to kill the wife here if you choose, since it will make things easier later on.

Eventually, you'll have a big pile of dead agents in the backyard, some of which drove up in the middle of your assault, and perhaps one man left on the front door and two in the truck. Take the doorman out from the garage across the street from the house. Give the men in the truck a box of poisoned donuts. Kill the gangster up close or from far away. Take the microfilm from the wife in the usual way and exit the stage.

### THE MURDER OF CROWS

#### SUMMARY

It's speech time at Mardi Gras! You have to prevent an assassination, and there's really only one way to do that: assassinate three other people instead! You have one roving target, one hiding target, and one target that

waits in an office waiting for a delivery. Locating them can be tricky, so you'll have to grab a walkie-talkie to make them show up on your map. Bring your silenced Silverballer. You can finish this mission with exactly three shots.

### GUIDE

Once the mission starts, sprint to the westernmost alley. You'll find Angelina Mason there. Take out your silenced Silverballer and pop her, then grab her walkie-talkie. Check your map and look for the moving target. This is the delivery boy. Dash to his position and shoot him dead as soon as you are able. Put on his suit, grab the briefcase, and then go to the building in the northwest. Head up the spiral stairs for the meeting. Drop off the briefcase, wait for the guard to leave, and then shoot Mark Purayah and grab the briefcase again.

Leave, killing the guard if necessary, and go grab a new costume. Find a club that has a worker lurking in the back alley and put him to sleep. Put on his clothes, then search the second floor of each nightclub for Raymond. Find him, kill him, recover your suit (and the briefcase if you stashed it somewhere), and exit the stage. Easy, right?

### OPTIONS

You have plenty of freedom here in terms of mission order. It's easier to take out either Purayah or Angelina Mason first and then do the missions, but feel free to experiment. Cap the delivery boy first, then go kill Purayah, and then kill Mason and Kulinsky. You





can sneak into Purayah's building from the bookstore next door, or you can shoot Kulinsky by climbing up into an apartment across the street from his position and sniping him.

### YOU BETTER WATCH OUT...

#### SUMMARY

Chad Bingham is an embarrassment to his father thanks to a bit of blackmail from Lorne de Havilland. You're tasked with killing them both and retrieving the evidence. The only possible issue is that you're in the middle of a busy party, but that's no big deal for a professional hitman like 47. Bring along your Silverballer. That's really all you'll need.

#### GUIDE

Once you're in the level, head to the right and around the corner. You'll see one lone guard waiting in a room and a set of laser beams. Wait for the guard to turn his back and use the vending machine (your map is a great help here) and then sneak inside and handle him. Take his uniform and press the red button to deactivate the lasers. Head around the corner and call the elevator.

Go up to the staff floor. Directly to your right is a room with another guard. Take him out and take his clothes. Drag him out of sight and move on to the stairs in the northwest. If you really want a waiter's suit, you can check out the showers on this same floor. Your guard outfit is by far the best, though, so hang onto it.

If you take the first door as you go up the stairs, you'll come out in the kitchen. Head east. Grab the aphrodisiac off the wall and continue through the door to the south. Enter the party and wait by the bar. A waiter should be along shortly to drop off a cocktail glass. Spike it, then head to the Jacuzzi. Wait for a bit. The waiter will eventually get the drink and give it to Chad. Chad will eventually leave with a girl to a private room. Follow him and bust in on the festivities. He'll leave the room and head down some stairs. Kill him here or kill him when he reaches the balcony, it's up to you.

Go back to the kitchen and find some sausage. Poison it, then pocket it. It'll come in handy later. Head up the stairs to the next floor and enter the security booth. When you're clear, grab the tape out of the VCR and quickly pick the lock of the other door. You'll almost definitely have to toggle a light switch to distract a guard, so be patient and wait for the right time.

Enter the door and head up the stairs. Go through the series of doors until you reach a movie set. Climb the ladder and plant a bomb on the lights

towards the north. If Lorne is around, hit the detonator to take him out. If not, head to the bedroom. Use the southernmost door to get through, and note the videocassette that's sitting on a table to the south in this room. Wait for a clear shot, then grab it.

Once you enter the bedroom, drop the sausage in front of Lorne's dog and wait for it to die. Lorne should be looking out over the edge of his balcony, so creep up on him and push him over. You're finished now, so backtrack downstairs and escape the level.

#### OPTIONS

If you fancy a bit of pyrotechnic fun, you can plant a bomb on the top floor of Lorne's movie shoot and drop death on him from above.

### DEATH ON THE MISSISSIPPI

#### SUMMARY

Skip Muldoon and his Gator gang are not nice people. They deal drugs all up and down the old Mississippi. You're here to clean them up and gather up a few pictures. Bring your Silverballer for maximum fun, but there are plenty of weapons to be found here.

#### GUIDE

Head to the east and pop the fuse box. A sailor will come down a set of stairs. As he's coming down, you should be going up. Head north into the room and hide in a closet. He'll enter after a short while and take a drink. While he's drinking, come out and sedate him. You can also choose to simply spike his drink with sedative before he enters, as well. Take his clothes and the engine room key and head back downstairs.

The entrance to the engine room is located directly below the stairs, so head under them once you get downstairs. Unlock the door and enter. Explore the engine room until you

## ENTER THE BEDROOM, DROP THE SAUSAGE IN FRONT OF LORNE'S DOG AND WAIT FOR IT TO DIE



find one of the Gators. He should be all the way to the south. Shoot him from cover or tip him into the hole he's standing in front of.

Exit the engine room by the door to the south and head up the nearby stairs. If you think you're quick enough, grab the rifle that's marked by an exclamation point on your map and pack it into the rifle case. Leave it here for now. Once you're finished with the mission, you can come back for it. For right now, just head up the stairs to the north.

Find your target on the map. He should be immediately to your right as you turn the nearby corner. He'll take a woman into his room, so wait outside. She'll leave, then he'll leave a while later. Follow him outside and knock him into the ocean, but watch out for witnesses.

Head to the south and run up the stairs into the restaurant. You may have to hide your guns, so drop them somewhere safe. Take the door to the north and then the door to your immediate left. Grab the uniform from the first door on your right, and then enter the kitchen. If you want your guns, you can no go back and get them. Anyway, head outside through the kitchen's exit and wait for the next target to come out. Push him over the edge and move along. If you can't manage that, shoot him.

Go back to the kitchen and grab the cake. Take it outside or somewhere else that's secluded, and poison it. Once you get upstairs, start thinking about a plan of attack. A frontal assault is a bad idea, so head to the west. Tip your crewmate over into the ocean and wait for another target to come along. Knock him into the drink and go get your cake if you set it down.

Head to the locked door and pick it. Place Skip's cake on his desk, then go into the bigger room. Follow the target into the bathroom and shoot him. By now, Skip should be dead, so exit out the front door. There is one man left. Move out of his range and as far out of his field of vision as you can manage. Shoot him and any witnesses. After that, head downstairs to the escape boat and exit the stage.

### OPTIONS

If you feel really daring, simply shoot everyone on the top floor with your silenced gun. They're spaced fairly far apart and they come outside often enough that you can get them alone.



Tip the crewmember over the edge when you kill him, then follow Skip inside and start dealing out headshots and fiber wires.

### TILL DEATH DO US PART

#### SUMMARY

It's a good ol' down home wedding. By the end of it, the blushing bride needs to have a dead groom and a dead father. Them's the breaks, as the people say, so get to work. Bring your Silverballer and the W2000 if you think you might need it.

#### GUIDE

Go north into the grassy area and look for a man who is stumbling about. Follow him into the warehouse and knock him out. Steal his clothes, gun, and invitation. Head north again and enter the house. If you can manage it without getting caught, follow a guard into the room with the wedding cake. It is northeast from the entrance. Poison it and leave the room.

Return to the stairs. The door on the west side of the stairs is the one you want. Wait for it to be clear and pick the lock. Knock out the man in this room and take his clothes. Head north and exit the house. Go to the graveyard.

If your timing is good, you should find the father of the bride here. You can tip him over into the open grave, push him into the water, or just shoot him and leave. Once he's done, go get your suit, run back to your boat, and leave.

### OPTIONS

Here's the mayhem method: follow the drunk into the abandoned house, make sure he won't wake up, and then unpack your W2000. Zoom in and start killing guards. Eventually, the groom will come outside. Pop him. Kill a few more guards while you wait for the dad to return from the graveyard. When he's in your sights, kill him, too. If you do it right, no one will have seen you kill anyone, so you can repack your rifle and walk away clean.

### A HOUSE OF CARDS

#### SUMMARY

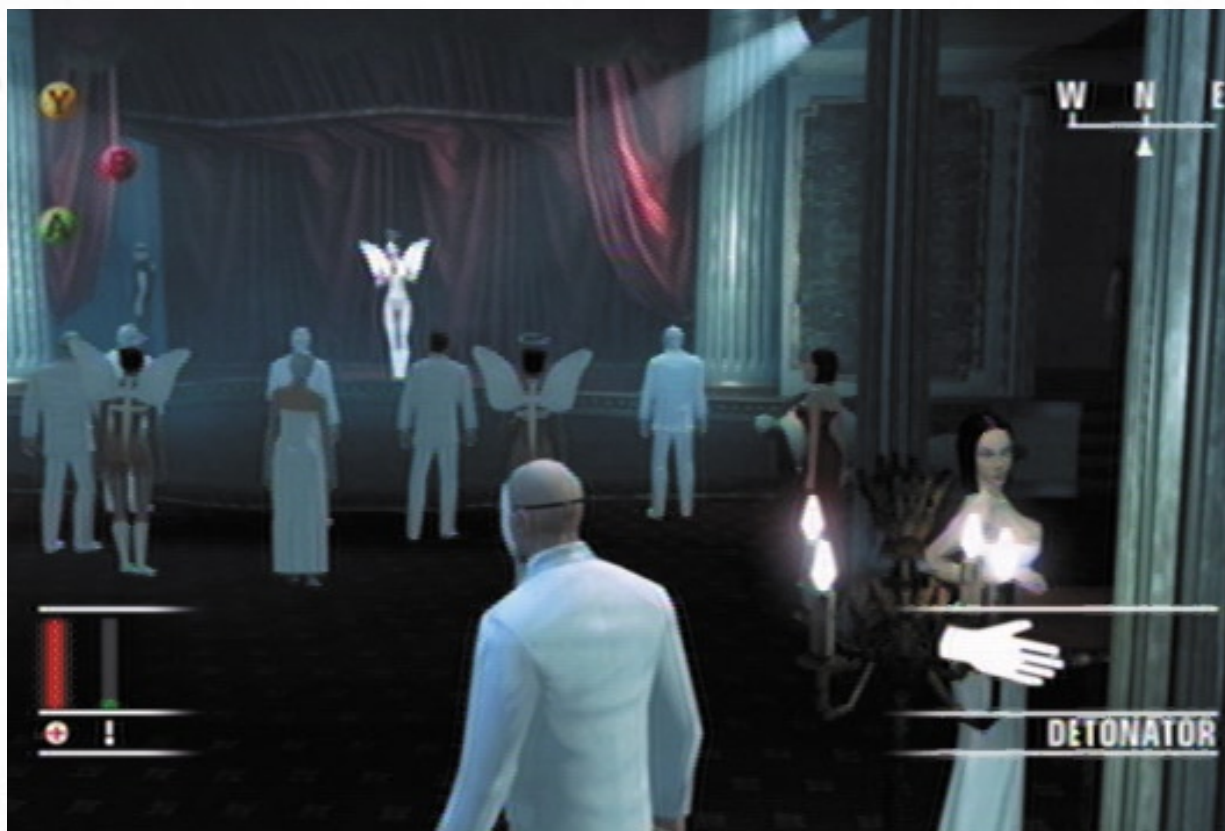
You're in Vegas and in a casino. However, you're on the job. You've got three targets to take care of, so bring along your W2000. As usual, bring along your Silverballer just in case.

#### GUIDE

Head into the hotel and go get your room key. Head up the nearby stairs and go into the elevator on the west. Climb up the hatch and drop your rifle case. Pull out your fiber wire and wait. A man will enter the elevator soon. Kill him, get his keycard, and hide his briefcase above the elevator.

Go back to the lobby and enter the elevator to the east. Do the same thing to Hendrik Schmutz that you did to the scientist. You'll have to wait for a while, so just hang out. Once he's down, take his clothes and go to room 707. Grab the rifle case and go back to the 8th floor.

Wait until the coast is clear and pull the fire alarm. Run to the scientist's



room (room 803) and head into the bedroom. Call the sheik. Step out onto the scientist's balcony, assemble your rifle, and shoot the sheik when he arrives outside. Time is of the essence here, especially since once the fire alarm is over, guards come back into the room. If you can pull it off, it's worth it.

Once he's dead, return to the two elevators to collect your stuff and grab the diamonds briefcase. You'll probably lose \$5,000 because you left your rifle kit behind, but that's no big deal at all. You can still make Silent Assassin without it.

### OPTIONS

You can pretend to be Hendrik Schmutz and take out the sheik up close and personal if you like, but you risk being seen on camera. The guardroom is in the lobby if you do get spotted, so be sure to stop by and get that evidence of your existence.

### A DANCE WITH THE DEVIL

### SUMMARY

Heaven and Hell aren't just for the afterlife. They're also for partying.

Upstairs lies Heaven, Anthony Martinez, and Eve. Downstairs is Hell, Vaana Ketlyn, and Maynard John. All four of them have to die, and more than one will challenge you to duels before they do so. Bring along your Silverballer. You'll need it.

### GUIDE

One of the first things that happen to you in this stage is getting caught on closed circuit television. That's not good, but don't stress about it. The tape is easy to get. Enter the building and speak to the guard. He'll go to a back room to look for a briefcase. Follow him and sedate him. Take his clothes and locate the stairs. Walk down them. Go into the guard shack to the south, get the videotape, and leave to the north. Go into the garage.

There's an open party truck down in the garage. Put on the disguise and go to where the four guards are standing. Enter the elevator to the right. Take it to the top floor. Check your map to locate the target. There is a set of toilets to the north, so go to them and wait. The target will enter, and then you can kill him. Be

careful, because sometimes a cook will enter, too. Take his clothes.

Approach the stage and wait for the singer to get done. She'll ask you up to her room, so follow her there. Surprise! She's an assassin. Kill her by any means, then hide the body behind the desk. Check the laptop to retrieve the information and go back to the elevators.

Go down to the bottom floor. Get your stashed guns and enter the other elevator. Go down to the basement. There are two targets here. Approach the man who should be lurking around the western side of the floor and he'll trash talk you. He wants to meet you in the torture chamber, so oblige him and enter. He'll boast and insult you some more. He'll soon dash off and the game will begin.

He's very good at hiding. Locate where his shots are coming from and return fire as best you can. It isn't hard, particularly if you have your Silverballer upgraded with a scope. Return to the main area to find the next target. Go to her position and get her attention. She'll speak to you. Follow her to a private room and shoot her dead. If you wait too long, she'll



break out a sword and kill you in one hit. Shoot first.

Return to the garage, get your clothes from the building you entered when you started the stage, and exit the stage.

### AMENDMENT XXV

#### SUMMARY

Bring your Silverballer and the W2000. You're in the home stretch. The vice-president and Mark Parchezzi want to kill the president. You, obviously, are here to stop that. You're going to have to sneak into one of the most heavily guarded buildings on the planet. That's child's play for 47.

#### GUIDE

Don't enter the building just yet. There's a woman walking around with a suitcase outside. Wait for her to pause for a smoke, then slip your gun inside it. You'll get it back shortly. Now, enter the front entrance of the museum and set your rifle case down on the conveyor belt and pick it up once you've passed through the metal detector.

To the north is a bathroom. Go into it and wait. Soon, a man will enter. Take him out and take his clothes. Enter the room directly outside of this bathroom and go into the guard's room. Take the keycard and the videocassette, just in case. If you placed your gun in the woman's case, retrieve it here, as well. Go north from here. You'll reach a long corridor with two Marines patrolling down it. Enter the stairs on the north side of this hallway.

Climb up to the roof and go part of the way up the ladder. Wait once you get close to the top and wait for the workers to separate. You'll have to check your map to be sure that you don't get caught. Once they're apart, dash into the second door on the left and run south until you reach the exclamation point on your map. Put on the carpenter's suit.

Go down the nearby stairs, then enter the door under those stairs and go outside. The vice president should be out for a walk. If you time it right, you could even push him down the stairs for an easy kill. If not, follow him outside and wait for your chance to shoot him down. A silenced weapon is your best bet. If that isn't working for you, follow him back to his office. Stick close, fiber

## Hitman: Blood Money

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walkthrough



## TIME TO SNEAK INTO ONE OF THE MOST HEAVILY GUARDED BUILDINGS ON THE PLANET

wire him, and hide the body if you feel the need to do so.

You need to head to the West Wing. There should be a guard patrolling outside, so kill him and take his gear. Place his body out of sight and enter the West Wing proper. Head to the Oval Office and speak to Mark Parchezzi. He'll taunt you and try to blow you up. When he dashes off, follow him. Once you reach the roof, take cover and assemble your rifle. Give him one shot to the head while doing your best to dodge his bullets and you're done. Grab his gun, then climb the ladder to re-enter the main building. Return to the lobby of the museum and get your suit. Leave the building and exit the stage.

#### OPTIONS

This is really straightforward. Push through the objectives in order until they're done.

#### REQUIEM

#### SUMMARY

This is different. When the cinema is done and the credits begin, take a look

at your screen. Notice the small red bar in the lower left? That's your health bar... but aren't you dead? What's going on? One word: revenge.

#### GUIDE

Begin spinning the left analog joystick until 47 gets up. Make every shot here count, because the twin Silverballers take forever to reload. Kill everyone you see. It's a good idea to take cover wherever you can. Once that's done, you're going to have to chase down the man in the wheelchair and kill him before he kills you. When you're finished, the curtains are drawn and the game is over.

#### OPTIONS

None! Kill everyone you see.

END